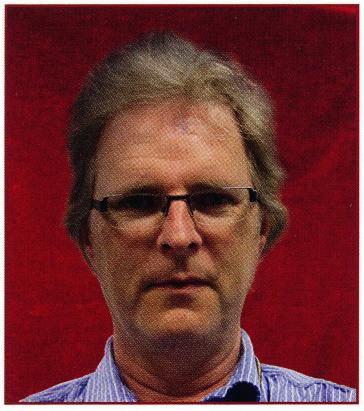
THE HORUS HERESY®
WEEKENDER II
BLACK LIBRARY & Forge World
SATURDAY 17TH AND SUNDAY 18TH MAY 2014



WELCOME to the second Horus Heresy Weekender.

Last year we ran our first weekend devoted to the Horus Heresy. The event was incredibly well received and many of you asked if we were going to hold a similar event in 2014. It is with great pleasure therefore that we welcome back many of you who came to the Weekender last year, along with many others who join us for the first time. There will be plenty to interest everyone and we hope you enjoy the next couple of days as we once again delve deeply into the iconic background of the Horus Heresy.

Since last year, the teams from Black Library and Forge World have worked on many new Horus Heresy books and models as we continue to explore in detail the war-torn history of the Imperium in the 31st Millennium. During the Weekender you will have the unique opportunity to meet and discuss every aspect of the Heresy with the talented authors, artists and designers who have created the characterful heroes, armies and battles of this era. Not only will you be able to see their latest creations, but you'll also have the chance to take an exclusive look at some of the exciting developments we're currently working on before we announce them to the world at large.

We still only stand at the beginning of the epic tale of Mankind's ultimate conflict; a tale that will engulf the galaxy in darkness and war.

Tony Cottrell
Forge World Manager

ISBN 978-1-84970-827-2

The Horus Heresy Weekender
2014 Programme
£5.00

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You will find a timetable of events on the outside back cover

Last year's event-exclusive Horus Heresy anthology prompted a lot of discussion and excitement amongst the fans. By now I'm sure you've noticed that a lot of the stories therein were building towards other plotlines and arcs in the wider series. Not least of these hints was the thematic prequel to Vengeful Spirit in 'The Devine Adoratrice' by Graham McNeill, which explored the darker side of the Knightly households on Molech.

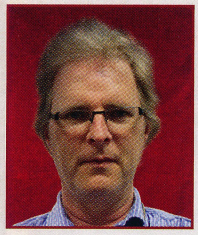
With this year's all-new anthology, Sedition's Gate, we continue the tradition of foreshadowing storylines to come and the five stories by our great authors offer more crafty hints and have teasers sown throughout. After you've picked up David Annandale's new novel The Damnation of Pythos, on sale for the first time today, you should read his short story 'Sermon of Exodus'... although, reading it either before or after the novel will provide two very different experiences...

As Black Library and Forge World continue to work closely on keeping the Horus Heresy as one unified setting you will get more links between the stories and the gaming material. Where we might pick up a named character, they could take a passing mention of a battle and turn it into something spectacular that you can re-enact in full on your tabletop. And when an experienced Alpha Legionnaire like Rob Sanders writes a story like 'The Harrowing', you know it was inspired by the brilliant work of Alan Bligh and his fellow writers. The galaxy is burning, keep stoking the flames...

Laurie Goulding
0315014.M3 x

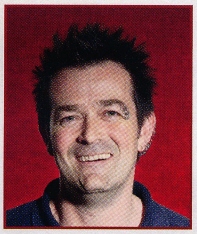
Forge World Studio

Guest List

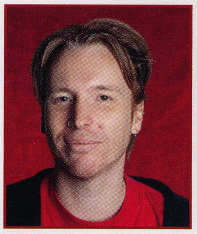


Tony Cottrell
Forge World Manager

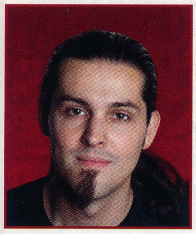
Alan Bligh
Writer



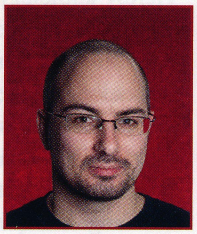
Simon Egan
Model Designer



Andy Hoare
Writer



Dominik Oedinger
Illustrator

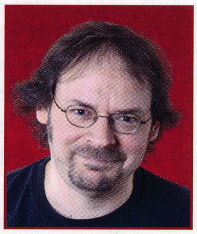


Neil Wylie
Writer

Rachel Pierce
Illustrator

Keith Robertson
Model Designer

Blake Spence
Model Designer

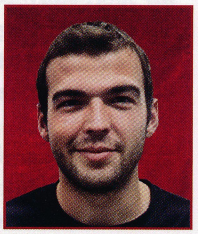


Stuart Williamson
Model Designer

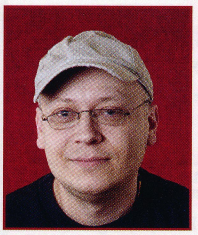
Will Hayes
Model Designer

Daren Parrwood
Model Designer

Edgar Skomorowski
Model Designer



Rhys Pugh
Illustrator



Phil Stutcinskas
Model Designer

Mark Bedford
Model Designer

With the recent release of such spectacular projects as *The Horus Heresy Book Three – Extermination*, the awesome Knight-Lancer, the Gal Vorbak, and Mortarion, Primarch of the Death Guard Legion, the Forge World team has plenty to talk about!

The Model Designers have produced a wide range of exciting miniatures, models and terrain since last year's event and will be on hand to answer your questions and maybe drop a few hints on the many projects they are each currently working on.

The Artists have been busy working on everything from Space Marine Legion heraldry to maps of the entire galaxy and will be happy to demonstrate their techniques, show you what they are currently working on and answer your questions.

The Writers have much to talk about and will be happy to discuss any subject, from the sweeping history of the Horus Heresy to questions about rules or scenarios.

With so many members of the Forge World team in attendance, this is the perfect opportunity to find out more about Forge World's exciting range of new releases. Whether you have a question about models, artwork or game rules, head over to the Forge World area and have a chat with our experts.

Black Library Studio
Guest List

Aaron Dembski-Bowden is the author of the New York Times bestselling *The First Heretic*, which depicted the fall of the Word Bearers to Chaos, exploring some of the very early roots of the Horus Heresy. He continued Lorgar's tale in the novella *Aurelian* and, alongside Angron and his World Eaters, in the audio drama *Butcher's Nail* and the novel *Betrayer*. He has also followed the conflict between the Dark Angels and Night Lords in the Thramas sector, starting in the short story 'Savage Weapons' and culminating in the novella *Prince of Crows*, which is newly available as a hardback volume. Sevatar, star of that novella, will be returning soon, Aaron promises. And then the long-awaited Webway War beckons…

Chris Wraight is the author of *Scars* and *Brotherhood of the Storm*, both of which brought Jaghatai Khan and his White Scars Legion crashing into the Horus Heresy. That story also featured the Space Wolves, who Chris has continued to explore in a short story and audio drama featuring the character of Bjorn. He has also ventured into the ruins of Prospero in the short story 'Rebirth', and the machinations of Malcador, the Regent of Terra, in the audio drama *The Sigillite*. He plans to return to the Space Wolves soon and tell the mighty saga of Leman Russ's exploits between *Scars* and *Vengeful Spirit*.

John French wrote the novella *The Crimson Fist* for the Horus Heresy, featuring the iconic Battle of Phall between the Imperial Fists and Iron Warriors, and returned to the Iron Warriors with *Tallarn: Executioner*. His other work for the Imperial Fists includes the short story 'The Last Remembrancer' and the audio drama *Templar*. He has also written about the Knights Errant and Dark Angels in *Grey Angel*, the Iron Hands in *Riven* and Horus himself in *Warmaster*. His future plans involve a return to the battlefields of Tallarn and the corridors of the Imperial Palace.

Rob Sanders is best known for the epic novella 'The Serpent Beneath' in The Primarchs, which explored the divisions between the primarchs of the Alpha Legion, and the short story 'Iron Within', from *Age of Darkness*. He has also produced a plethora of short stories covering such diverse topics as the Underworld War on Calth ('A Deeper Darkness'), the Assassin clades ('Army of One') and the vicious Destroyers of the Death Guard Legion ('Distant Echoes of Old Night'). His eye is currently turned to Mars and the conflict in the Solar System.

Nick Kyme is the author of a swathe of Horus Heresy material featuring the Salamanders and their primarch Vulkan. These include the novel *Vulkan Lives*, novellas *Promethean Sun* and *Scorched Earth*, and short story 'Artefacts' in *Sedition's Gate*. He has also written about the Iron Hands in the novella *Feat of Iron* and his short Horus Heresy fiction has covered a variety of Legions, including the Ultramarines in *Censure* and 'Forgotten Sons'. He plans to continue the tale of the Fire-Born as they return to Nocturne. He is also keen to return to the Iron Hands.

Gav Thorpe is the author of *Deliverance Lost*, the first Horus Heresy novel to focus on the Raven Guard and their primarch Corax. The characters from that story also appear in the audio drama *Raven's Flight* and the short stories 'The Face of Treachery' and 'The Divine Word'. He has also explored Calth in *Honour to the Dead* and is weaving the legend of the Dark Angels in the novella *The Lion* and several short stories, as well as the audio drama *Cypher: Guardian of Order*. His future plans involve much more with the First Legion.

Guy Haley penned the Imperium Secundus short story 'The Laurels of Defiance' in the anthology *Sedition's Gate*. He is also the author of the audio dramas *Hunter's Moon*, a saga of the Space Wolves battling the Alpha Legion, and *Strike and Fade*, featuring the Salamanders as they fight to survive in the aftermath of the Isstvan V Dropsite Massacre. His next Horus Heresy work will continue the story of Imperium Secundus and the Pharos on Sotha.

David Annandale's debut Horus Heresy novel, *The Damnation of Pythos* follows a group from the Shattered Legions in the wake of the Dropsite Massacre, and follows on from his audio drama *Veritas Ferrum*. His short story 'Sermons of Exodus' in *Sedition's Gate* tells another chapter in that tale. He also wrote the darkly sinister short story 'The Traveller' for *Mark of Calth*, set during the Underworld War. Coming up for David is a further look at the Shattered Legions.

Neil Roberts is the artist responsible for the covers of nearly every Horus Heresy novel, novella and audio drama. He also produced a hundred pages of beautiful full colour art for the graphic novel *Macragge's Honour* and many of his covers can be admired in full in *Visions of Heresy*. He has recently started producing internal illustrations for the Horus Heresy Collector's Edition range as well.

Event Guide

The Throne Room

SEMINARS

This room is where you'll find the weekend's seminars held, as well as the evening entertainment on Saturday. There are seminars dedicated to every aspect of the Horus Heresy, from the bestselling Black Library novel series to the beautiful models created by the Forge World sculptors and the miniatures game itself. You'll find the full schedule of seminars on the timetable on the back cover.

Hall of Scriveners

SIGNING

In this room, you'll be able to meet some of the authors currently writing in the Horus Heresy series.

Get your new books signed here and ask those burning questions you have about your favourite Horus Heresy character or plot.

A full list of signing times can be found in the timetable on the back cover.

Blood Games

GAMING

This room will be open all weekend for gaming based on the Forge World series of Horus Heresy books. If you've brought your own miniatures along with you, you'll find free tables ready to go. Alternatively, you can join in with the Escape from Manachea participation game on Saturday from 4:15pm.

The Warmason's Chambers

FORGE WORLD STUDIO DEMO ROOM

The talented Forge World studio will be in this room all weekend, showing off some of the impressive techniques that they use to paint the armies for their Horus Heresy books. You'll also be able to meet some of the miniature sculptors themselves and browse an awe-inspiring showcase of new and upcoming Horus Heresy miniatures.

The Preceptory

ART ROOM

This room plays host to a gallery of inspirational Horus Heresy artwork. There will also be demonstrations all weekend from the Forge World studio and from Neil Roberts, the artist responsible for the awesome cover art of the Horus Heresy series.

The Weekender Shop

Here you'll be able to pick up a huge range of Horus Heresy books, miniatures and merchandise. The Black Library offer this weekend includes a brand new event exclusive anthology *Sedition's Gate* and your first chance to pick up the next instalment in the Horus Heresy novel series *The Damnation of Pythos.*

New Forge World miniatures include the new miniature in the Horus Heresy Character series, the Primarch Mortarion, as well as new Legion armour variants and Mechanicum war machines. Stock is limited so check out the stand early to avoid disappointment.

Food

Refreshments will be available throughout the event from the restaurant and bar areas. There will be a buffet available during the set lunch and dinner breaks from the restaurant. Lunch is £7 and dinner is £10. (see timetable on the back cover for exact times). Alternatively, there are snacks, drinks and light bites available from the Bar.

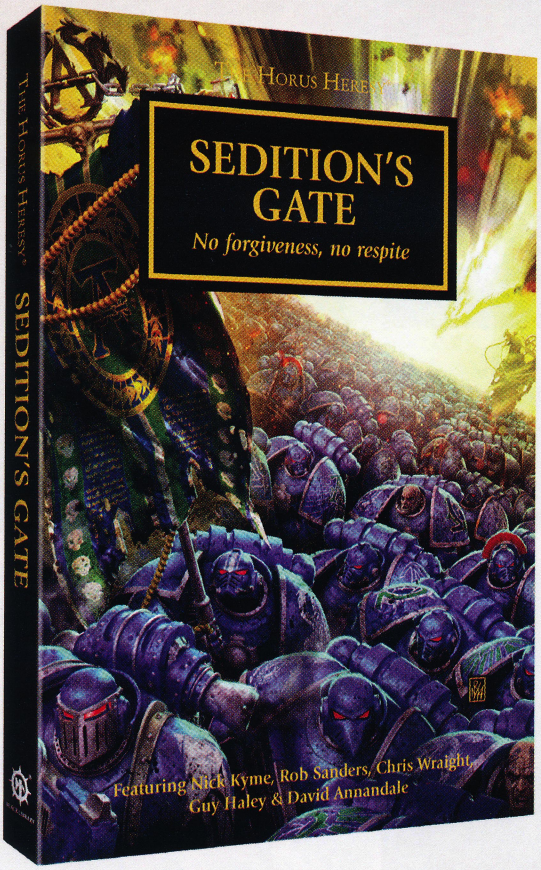
Evening Entertainment

Join us for the fabled Weekender Evening Entertainment.

Take on the collective wisdom of the Black Library Author team in a Horus Heresy pub quiz hosted by series editor and Horus Heresy know-it-all Laurie Goulding. You'll also be able to show off your creative side with a very 'unique' miniature building challenge.

Sedition's Gate

A NEW EVENT EXCLUSIVE ANTHOLOGY



AVAILABLE FOR THE FIRST TIME THIS WEEKEND

Crimson leather-effect hardcover with embossed Eye of Horus design

Wrap-around dust jacket

Limited run - every copy numbered

Five exclusive stories

(Listed Below)

Artefacts

NICK KYME

Before heading for Isstvan, Vulkan returns to his forge on Nocturne, fearing what might happen if his finely wrought tools of destruction were ever to fall into the wrong hands...

The Harrowing

ROB SANDERS

An Alpha Legion commander's attempt to smuggle forces to Terra fails when their Mechanicum ark-freighter is diverted – however, the harrowing of Callistra Mundi is ready to begin.

Allegiance

CHRIS WRAIGHT

Saved from the ruins of Prospero, Revuel Arvida of the Thousand Sons seeks new purpose amongst the White Scars Legion, haunted as they are by the ghosts of an uneasy past...

The Laurel of Defiance

GUY HALEY

Captain Lucretius Corvo and his battle-brothers are set to be honoured by Lord Guilliman before the newly crowned emperor of Imperium Secundus – none other than Sanguinius himself.

Sermon of Exodus

DAVID ANNANDALE

The fanatical cultists of Davin have grown restless – converging upon the fabled Lodge of Echoes, they are drawn now towards a new and far greater destiny out amongst the stars.

Pick up your copy of Sedition's Gate from the weekender shop in the hotel lobby

Black Library

Available Today

FOUR NEW ART PRINTS TO COLLECT

Stunning A3 Horus Heresy artwork from Neil Roberts
Numbered and limited to 100 copies worldwide
Only from Black Library events, available first at
the Horus Heresy Weekender

The Crimson Fist

Sedition's Gate

The Scripts: Volume II

Prince of Crows

EVENT ONLY T-SHIRT ONLY 100 AVAILABLE

Available in S, M, L, XL, XXL, XXXL

New from Black Library

Available Today

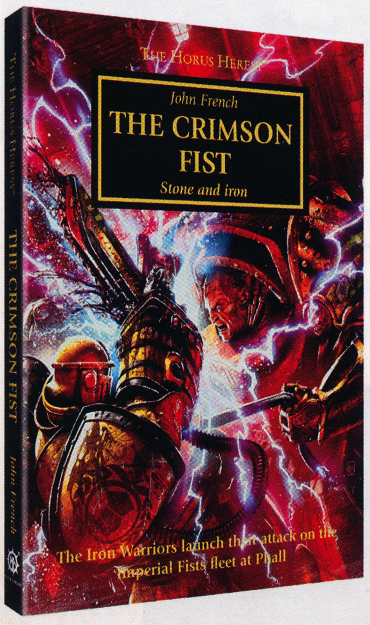
The Damnation of Pythos

David Annandale

A group of battered legionaries regroups after the Dropsite Massacre on a seemingly insignificant death world. But a darkness gathers that threatens to consume Pythos forever…

The Damnation of Pythos is the 30th book in the Horus Heresy series and is available for the first time anywhere in the world this weekend.

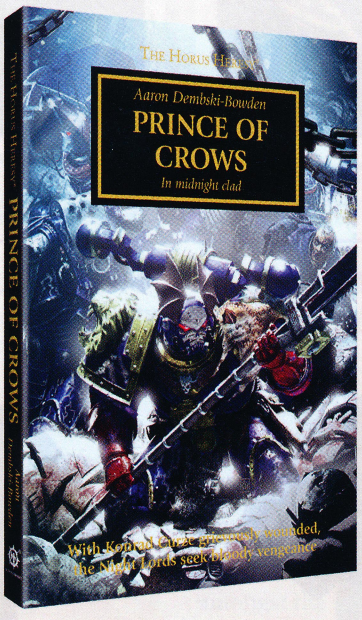
This new novel is printed in a collectable hardback format and includes internal illustrations from Horus Heresy series artist Neil Roberts.



The Crimson Fist

John French

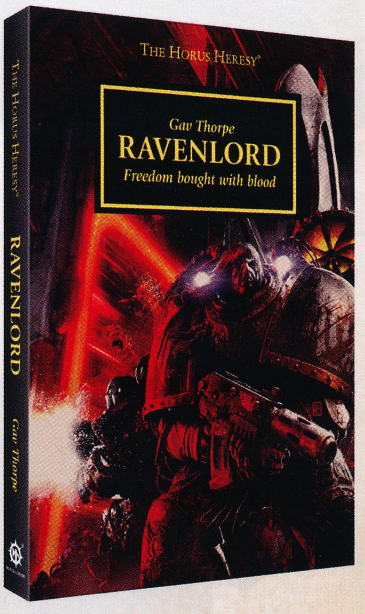
Long since forgotten by the Imperium as the Horus Heresy unfolded, the Imperial Fists relief fleet bound for Isstvan III is ambushed by their erstwhile comrades, the Iron Warriors.



Prince of Crows

Aaron Dembski-Bowden

Sevatar and the Kyroptera try to salvage what they can from the disastrous Thramas Crusade, unaware that their primarch Konrad Curze still lives in a wandering, deathless state.



Ravenlord

Gav Thorpe

Corax and the remnants of his once mighty Legion now wage a new kind of war – liberating worlds oppressed by traitor forces and disrupting the Warmaster's influence wherever they can.

The Horus Heresy Audio Dramas

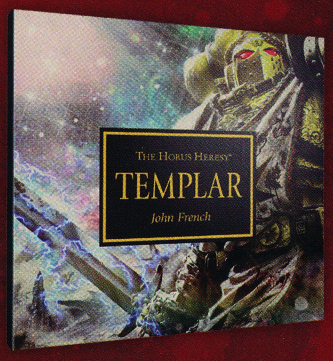
Available Today

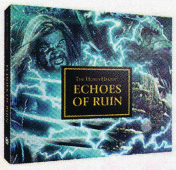
Templar

John French

Sigismund, First Captain of the Imperial Fists, must set aside his personal doubts in order to lead his forces against the last remaining Word Bearers within the Solar System...

Templar is a brand new Imperial Fists audio drama. Pick up your copy of the CD this weekend, six months before it's on sale anywhere else.



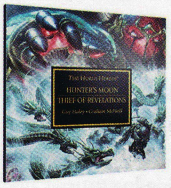


Echoes of Ruin

Chris Wraight, David Annandale, John French, Guy Haley, Graham McNeill, Anthony Reynolds and Gav Thorpe

As war continues to ravage the galaxy, the new Age of Darkness sees whole systems simply lost and countless battles forgotten. Surely, there can be no hope for peace, forgiveness or respite in such times, and all that will be left are the dying warp-echoes of supreme galactic ruin...

This two-disc anthology features seven short Horus Heresy audio dramas.



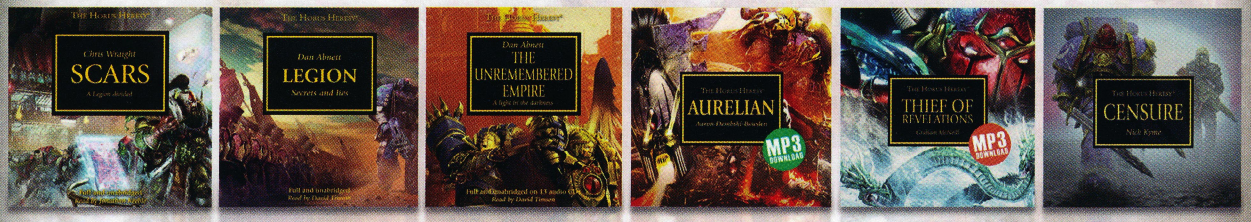
Hunter's Moon/ Thief of Revelations

Guy Haley, Graham McNeill

The Space Wolves attempt to root out treachery at the heart of the Legions, while Ahriman and Magnus search for any clue as to what the future might hold for the Thousand Sons...

Audio CD that features two Horus Heresy audio dramas

Download the full range of Horus Heresy audio dramas and audiobooks



Only from blacklibrary.com

EXPEDITIONARY NAVIGATOR

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Navigator	2	2	3	3	1	3	1	10	6+

Unit Composition
- 1 Expeditionary Navigator

Unit Type
- Infantry (Character)

Wargear
- Archaeotech pistol
- Close combat weapon
- Refractor field
- Ætherlabe staff

Special Rules
- Navigator Powers
- Fear
- Independent Character

Options
- The Navigator may take any of the following:
  - Cyber Familiar ..... +15 points
  - Nuncio-vox ..... +10 points
  - Digital lasers ..... +5 points

The Navigator counts as an Agent of the Emperor/Agent of the Warmaster on the Age of Darkness allies matrix provided in The Horus Heresy Book One – Betrayal. A single Navigator may be taken as an HQ choice in a Primary Detachment (note that they need not be taken as part of an Allied Detachment). The model may never be taken as a compulsory HQ choice or as the army's Warlord.

Ætherlabe Staff

The Ætherlabe mounted upon the Navigator's staff is used to aid the bearer in plotting the tides of the Immaterium, detecting the ætheric bow wave of any enemy approaching through it or disturbing it in any way.

Should an enemy unit Deep Strike into play within 12" of the Navigator, the Navigator and their unit may make a Snap Shot shooting attack at the end of that phase, subject to the normal rules for doing so. If the enemy unit enters play by way of a Conjuration psychic power, these Snap Shots are carried out at the firers' normal BS rather than at BS 1.

Navigator Powers

Navigators have a range of powers, one of which may be attempted in the phase indicated so long as the Navigator is not engaged in an assault. These powers do not count as Psychic Powers and the Navigator does not use Warp Charge points or have access to any Psychic Disciplines. However, the Navigator does count as a Psyker for the purposes of rules that work against Psykers, such as Hatred (Psykers) or weapons that have additional rules against Psykers.

In order to use a Navigator power, the Navigator must make a Leadership test. If the test is passed, the chosen power is used as described. If the test is failed, the power is not used and the Navigator and their unit is Pinned (though they do not Go to Ground).

- **The Lidless Stare**

The Navigator opens their third eye and turns their baleful gaze upon the enemy. Those not quick enough to turn their heads are assailed by the unreal light of the Immaterium and rendered to shrivelled husks in an instant.

Use in the controlling player's Shooting phase, counting as a shooting attack. Place a template as if the Navigator was shooting a template weapon. Every Infantry type model, friend or foe, under the template must pass an Initiative test. Models that fail the test suffer an automatic Instant Death wound with no Armour saves possible.

- **Prescience**

The Navigator draws upon their ability to read the ebb and flow of fate to predict events about to take place, and to subtly influence them using the powers of the Navis Nobilite.

Use at the beginning of the enemy's Shooting phase. Shooting attacks directed at the Navigator and their unit that player turn are made at -1 BS.

- **Ætheric Disruption**

Navigators understand, as few others can, that to perceive a thing is to alter it. By casting their gaze into the churning depths of the Abyss, they disrupt it for any who would draw upon its power.

Use at the start of the controlling player's turn. Until the beginning of their next player turn, all Psykers, friend or foe, roll three dice and discard the lowest result for the purposes of Psychic tests, Perils of the Warp, etc.

Lighting the Age of Darkness

Navigators in the Horus Heresy

None save perhaps the Emperor himself can say for certain how long Navigators have existed amongst the scattered multitudes of humanity. Some say these uniquely gifted bloodlines appeared during Mankind's very first wave of expansion into the void almost thirty thousand years ago, while others claim they were gene-wrought more recently, at the Emperor's behest, in preparation for the long planned Great Crusade. Whatever the truth, the notoriously insular and aloof Great Houses of the Navis Nobilite keep their own counsel and their own secrets. Without them however, the Imperium would not exist and the Great Crusade could not have progressed more than a dozen light years from Terra.

Navigators represent a unique sub-strain of humanity, a stable mutation and an invaluable resource that must be husbanded wisely by planned intermarriage between the scions of the Great Houses. As the name suggests, Navigators guide the great Warp-going star ships that bear the crusading hosts of the Emperor out into the benighted galaxy. They do so by way not of technological artifice, but by a third eye, a glossy black orb set in the centre of the forehead. Through this eye Navigators gaze into the anarchic depths of the Immaterium as the vessel travels upon its currents, and uniquely they do so without being driven stark mad as they read and predict the ebbs and flows of that impossible realm, guiding their ships safely upon tides no others can perceive. Without Navigators, vessels can jump little more than a single light year at a time, and then at such tremendous peril that the risk is rarely deemed acceptable.

The Great Houses of the Navis Nobilite occupy a position of enormous power and influence within the Imperium. Individual Navigators outrank all but the most highly placed of the Imperial nobility, and the lords of the Great Houses – the Heirs Apparent – are said to have unprecedented access to the Imperial Court. The Patanova – the supreme master of all the bloodlines – is said to have the ear of the Emperor himself. In the two centuries since the instigation of the Great Crusade, the Navis Nobilite has risen so far in influence and power that some Great Houses now rival the greatest of Rogue Trader dynasties in wealth and patronage. Already, the Great Houses are consolidating their power, building towering armoured mansions on Terra and other centres of power. What treasures plundered from the corners of the galaxy are hoarded within the stasis vaults of these esteemed mansions remains unknown, but they are the subject of numerous tales spread by the ignorant or the malicious.

Other stories are told too; some claiming that the Great Houses are afflicted by some dark genetic curse that is only just becoming apparent to them and which they will shed limitless blood to keep secret. In conspiratorial whispers or moments of unguarded drunkenness, others hold that as they press ever further outwards into the galaxy upon the tides of the unknowable Immaterium, the Navigators are becoming ever more susceptible to all manner of freakish mutation and that the very worst afflicted have silently withdrawn from the Imperial Court, able to keep company with none but their own kin.

Navigators have ever been at the very forefront of the Great Crusade and while necessity invariably dictates they remain aboard ship as others prosecute the wars of Compliance, more bellicose individuals have been known to take to the field of battle where a secondary characteristic of their third eye can be brought to bear. The eye is capable not only of gazing into the Abyss – the Abyss, so it seems, is capable of gazing out of the eye. Those who fall beneath that gaze are exposed to the unfettered insanity of the Immaterium and reduced to mindless shells. Other Navigators are able to use their powers of prescience to the benefit of their allies, and so are to be found alongside officers of the Space Marines, the Imperial Army and other martial bodies should the situation demand it.

As the awful scale of the Warmaster's great betrayal unfolds, the Great Houses of the Navis Nobilite are revealed as every bit as complicit in his treachery as the traitors amongst the Legiones Astartes, the Mechanicum and numerous other bodies. Indeed, the Warmaster would not have been able to move his fleets about the galaxy with such speed and cunning if the most skilled of Navigators had not long been pledged to his cause.

The Great Houses and the Heresy

At the time of atrocity at Isstvan III, a number of Great Houses had risen to positions of enormous influence and power, yet their loyalties were, and in many cases remain, unclear. The Imperium was reasonably certain it could rely upon the Navigators of House Castana and House Safrane, and several amongst the Legiones Astartes appeared to trust Houses Basus and Orcadus. The Warmaster seemed to have power over Houses Innovence and Esthemya. The Mechanicum had been promised the exclusive services of six entire Houses, yet which side these would take in the unfolding war was yet to be determined. The loyalties of other Great Houses, in particular Locarno, Ne'iocene, Severnaya and Andrasta were far from clear, suggesting perhaps that the fault line of rebellion had already split these dynasties in twain. Regardless of who could trust who, it was clear that neither Loyalist nor Traitor could conduct their campaigns without the Great Houses of the Navis Nobilite being intimately involved in their strategic planning, forcing all to trust them, and perhaps the fate of the Imperium, with their very lives.

Conquest of Manachea Campaign Mission – The Jaws of the Wolf

'Surround the foe, harry his flanks and bleed away his strength, and when the heart of his army stands exposed, tear out its throat!
Section-leader Guljuk Ygethddon of the Sons of Horus

This mission is included as part of the games played during Phase One: Fury of the Conquest of Manachea campaign. See the event staff for more details.

The Armies

For this mission, players may select armies of up to 2,000 points from any of the following army lists or Codexes: the *Space Marine Legion Crusade Army* list, the *Legio Cybernetica* army list, the *Taghmata Omnissiah* army list or *Codex: Astra Militarum* (representing the Imperial Army). Only the four Age of Darkness Force Organisation charts from *The Horus Heresy Book Two – Massacre* should be used when creating any Primary or Secondary Detachment.

Before beginning play, one army should be identified as the Traitor force and the opposing army as the Loyalist force, either by the choice of the players involved or by rolling off, with the winner picking which side they will represent.

The Battlefield

Players should deploy using the map presented below. When played as part of the Conquest of Manachea campaign, the battlefield should be dominated by areas of ruins, Armour value 12 or lower buildings and Battlefield Debris, representing the blasted hives of Manachea.

Deployment

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

- The Traitor side deploys their entire army within the deployment zone marked on the map below.
- The Loyalist side then deploys their entire army within the deployment zone marked on the map below.

First Turn

The Traitor side takes the first turn, unless the Loyalist side can Seize the Initiative (see the *Warhammer 40,000* rulebook).

Game Length

This mission uses the Variable Game Length rules presented in the *Warhammer 40,000* rulebook.

Victory Conditions

A favoured tactic of the Sons of Horus, the Jaws of the Wolf represents an attempt to envelop an enemy formation, destroy its cohesion and scatter the enemy's warriors. At the end of the game, the player who has scored the most Victory points has won the game. If both players score the same number of Victory points, the game is a Draw.

Primary Objectives

At the end of the game, both sides score 1 Victory point for each unit they have within the Loyalist deployment zone that is not falling back.

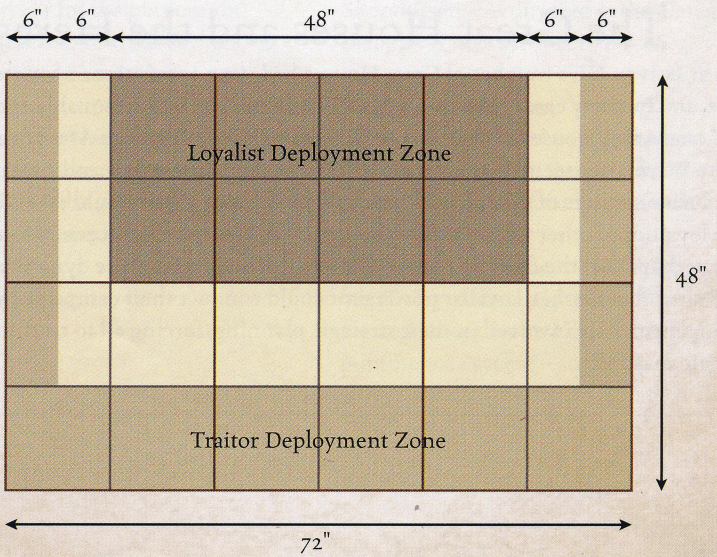
Secondary Objectives

First Blood, Slay the Warlord and Last Man Standing

Last Man Standing: The side with the greatest number of surviving units on the table that are not falling back at the end of the game gains an additional Victory point.

Mission Special Rules

Reserves & Night Fighting



Conquest of Manachea Campaign Mission – Champions of the Emperor

'Dark is the hour, and fell are the foes who assail us – yet we stand for the Emperor, and while we yet live, we can still claim victory in His name.'
Captain Ven-sir, of the Salamanders 3rd Provisional Detachment during the First Invasion of Manachea

This mission is included as part of the games played during Phase Two: Defiance of the Conquest of Manachea campaign. See the event staff for more details.

The Armies

For this mission players may select armies of up to 2,000 points from any of the following army lists or Codexes: the *Space Marine Legion Crusade Army* list, the *Legio Cybernetica* army list, the *Taghmata Omnissiah* army list or *Codex: Astra Militarum* (representing the Imperial Army). Only the four Age of Darkness Force Organisation charts from *The Horus Heresy Book Two – Massacre* should be used when creating any Primary or Secondary Detachment.

Before beginning play, one army should be identified as the Traitor force and the opposing army as the Loyalist force, either by the choice of the players involved or by rolling off, with the winner picking which side they will represent.

The Battlefield

Players should deploy using the map presented below. When played as part of the Conquest of Manachea campaign, the battlefield should be dominated by areas of ruins, Armour value 12 or lower buildings and Battlefield Debris, representing the blasted hives of Manachea.

Deployment

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

- Players roll to determine the number of Champions amongst the Loyalist force (see Primary Objectives opposite) and designate which models are representing Champions.
- Players then roll off to decide who will deploy first.
- The winner selects one deployment zone and deploys their entire army first, the opposing side deploys second in the remaining deployment zone.

First Turn

The player who deployed first takes the first turn, unless the opposing player can Seize the Initiative (see the *Warhammer 40,000* rulebook).

Game Length

This mission uses the Variable Game Length rules presented in the *Warhammer 40,000* rulebook.

Victory Conditions

As the conflict on Manachea reached its peak, the armies of Horus sought to break the morale of their enemies by slaying those amongst them who stood as champions for the Emperor's cause. At the end of the game, the player who has scored the most Victory points has won the game. If both players score the same number of Victory points, the game is a Draw.

Primary Objectives

Before beginning play, roll D3+1. The Loyalist player must nominate a number of models among the Loyalist force with the type Infantry (Character) or Vehicle (Character) equal to the total rolled – these are the champions the Traitor attackers are seeking to slay. Each of the Champions begins play worth 1 Victory point each, the value of a specific Champion increases by +1 each time that Champion causes an enemy model to be removed as a casualty, up to a maximum value of 6 Victory points. Players may find it useful to keep track of the current value of each Champion with a D6 during play.

During play, each Champion may re-roll any one missed To Hit roll in either (but not both) of the Shooting or Assault phases of each Player turn.

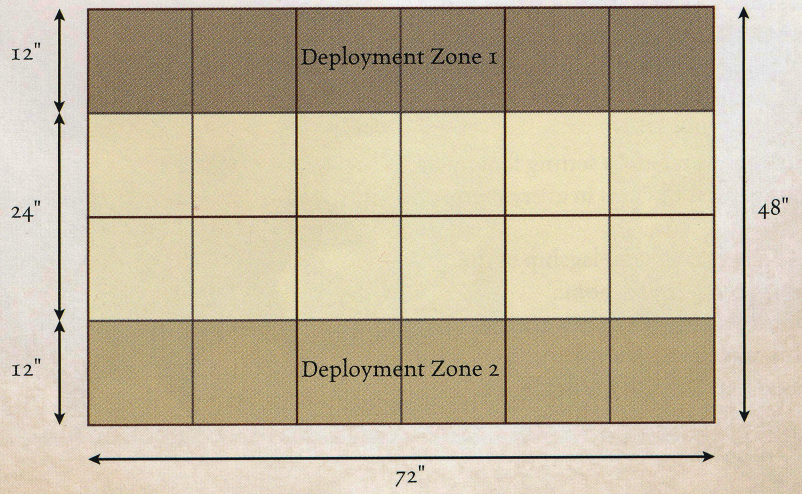
At the end of the game, the Traitor player scores a number of Victory points equal to the total value of all Champions removed from play as casualties, while the Loyalist player scores a number of Victory points equal to the total value of all surviving Champions on the table that are not falling back.

Secondary Objectives

First Blood & Slay the Warlord

Mission Special Rules

Reserves & Night Fighting



Heart of the Conqueror

Aaron Dembski-Bowden

The Emperor chose her.

In the wake of that choice, honour and pride, those most insubstantial of currencies, were lavished upon her bloodline. Many of her cousins – hundreds of them, in a tangled cobweb of legitimacy and bastardry – offered their best wishes, brought warnings, or simply seethed in jealous silence.

Others were more overt in their reactions. She received a small fortune in gifts, bribes and favours, read through almost one hundred formal petitions for her hand in marriage, and survived three assassination attempts.

None of it mattered. The Emperor chose her.

He hadn't come in person, of course. His decision came in the form of a scroll sealed with Malcador's Sigil. The Imperium's Seneschal had recorded the Emperor's mandate in writing, despatching it with patient haste to the territories of House Andrasta. She didn't need to read the scroll to know the Emperor's choice. Nothing else would bring a full phalanx of golden custodians to the spire-palaces of the Navigator Quarter.

Before her father had time to open the scroll before his gathered courtiers, word had spread like wildfire throughout the city's spires. He spoke two words to the Captain-General of the Legio Custodes. The only two words expected of him; the most important two words he'd ever spoken in all the many long decades of his life.

'She accepts.'

A Gloriana-class battleship, one of only twenty ever constructed. She accepted because there was no possibility or precedent for refusal. This was what she was born and bred to do.

A whirlwind of preparation gripped the following days, passing by in a blur of other people's effort. Less than a week later, pampered and harassed by a small army of slaves and retainers, she set sail for Mars. Waiting in the skies of the Red Planet was a ship eclipsing all others nearby, casting its shadow across them all as it endured the final days of void-dock.

She sensed its impatience even before setting foot on its hangar deck. Its noble hunger was obvious in every metre of dark, fortified iron.

'The *Adamant Resolve*,' she said aloud. Flagship of the War Hounds. Her first ship, and her new home.

That had been an eternity ago. Now they were the World Eaters, and her ship was the *Conqueror*.

The rebellion confused her. She was a sailor, not a soldier. Her gaze rested elsewhere, above and beyond mortal concerns of war and territory. A war fought in the Emperor's name was no different from a war fought for the Warmaster.

Her thralls and feeders began bringing word from the Conqueror's crew, telling conflicting tales of loyalty and treachery. Some said that Horus's ambition had driven them to declare war on Terra itself. Others brought word of the Emperor's tragic death, praising Horus for fighting his way through the crumbling Imperium, back to the Throneworld where he would end the civil war and rule in his father's place.

She didn't know who to believe. Not at first. Over the weeks and months, rumours became reports and reports became facts. She was still unsure of how to act, or if action was required at all.

Yet she came back to one resonant truth, again and again and again. The Emperor had chosen her.

Not the Warmaster. Not Lord Angron. Not Lord Aurelian, with whom they sailed now. They used her and respected her when they acknowledged her at all, but they hadn't chosen her. They had rebelled against He who had forged the Imperium. They had declared war against He who had elevated her kind into lives of splendour, and allowed the Navis clan-families to sail the black gulf between the stars.

Now they sailed to Terra to kill Him – He who had chosen her.

The immaterium was an ocean of scalding, shrieking light. Faces boiled up out of the migraine madness, faces from her past that wept and laughed and raged and screamed as they melted away. Looking through the hull revealed the shadow of the *Trisagion* sailing nearby, hulking and grey and swollen with life, rocking and crashing through the unquiet tides. Waves of aether broke against Lorgar's colossal battleship, setting it groaning and rolling as surely as the *Conqueror* groaned and rolled. Like any ship caught in a storm, the surest way to survive was to sail through the rising waves, fighting them with hope, skill and trust in sanctified iron. Yet the *Conqueror* laboured where the *Trisagion* did not. The former wallowed and took tidal blows to its belly, while the latter cut the aetheric ocean like a great, defiant blade.

Blackness pressed at her from outside the ship – a blackness that no eyes could pierce – not just the absence of light but the death of it. A Navigator intuitively knew what no other human could experience: the deepest tides of the warp ate light. This was where illumination came to die.

Her beacon was the Emperor's light. Dimmer now, dulled as if by pain, but still the only light by which to sail. She bathed in it, just as she always had. She followed the Astronomican as it lit the darkest edges of the unreality behind reality.

Captain Sarrin had come to her chambers not long ago, to speak of the warp's roughening tides. She liked Captain Sarrin, who called her "My Navigator" as was proper, not "Mistress Nisha Andrasta" like her fawning thralls.

The conversation had not lasted long, for Nisha had no answers to give her captain. The warp was rougher, the Emperor's Light fainter, and she knew no reason why either was true, only that they were.

Lord Lorgar Aurelian came to her some time after. The *Conqueror* was slow, he told her. They were holding the fleet back. She had apologised to him, and he'd smiled with the radiance of his Imperial father.

There was nothing to apologise for, he had promised. Some lessons took time to learn, that was all. Then he spoke of other paths through the warp. Other illuminations, other lights to sail by. The *Trisagion*, he said, was guided not by the Astronomican, but by the songs of distant gods. And could she hear them? Could she, if she really tried?

His words were the soft tones of a teacher, but she saw her death waiting behind his kindly eyes.

'Do you hear the gods' song, Navigator Andrasta?'

'Yes,' she had said to the Bearer of the Word. Lord Aurelian left her in peace, but the *Conqueror* still struggled through the tides. Her lie would not last long.

In her palatial chambers within the *Conqueror*'s heart, she cradled the ornate laspistol in lace-gloved hands, keeping it hidden from sight. Her fingernails were pristine, brushed each morning and night by her attendants. Her slaves always kept her fastidiously clean; to prevent infection or to adhere to their ingrained courtly standards, she'd never been sure.

Her regal robes clung to her skin with a void sailor's honest sweat. Her throne interpreted her silent impulses and the slightest of muscle twitches, forcing the ship to follow.

Through her bond with the *Conqueror*'s changing, mutating machine-spirit, she felt the rage of the thing chained in the ship's deepest dark. The thing that had once been the primarch, and whose existence now reshaped the ship's sacred metal into an image of Angron's fury. What use was a Geller field when the warp already lived inside the *Conqueror*'s bones?

Through her third eye, she watched the *Trisagion* cutting ahead once more, already an infinity of distance away. The *Conqueror* moaned and laboured and slowed in the larger ship's wake.

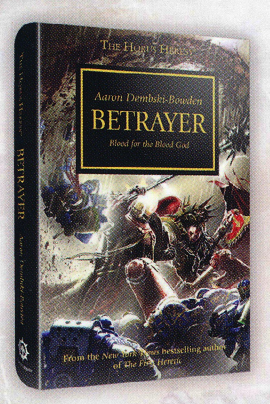
When she had been chosen by the Emperor – and not these monsters and men that now sailed to murder him – she had believed that she would pay any price to see stars and worlds never before witnessed by mankind. Time had made a lie of that belief. She wasn't willing to betray the man that had chosen her.

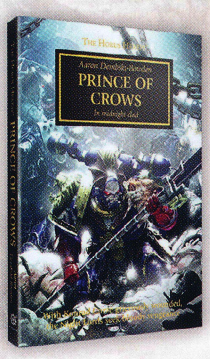
She pressed the muzzle of the stolen pistol to her temple. Her attendants were running, shrieking, weeping.

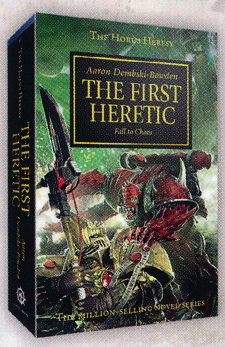
'For the Emperor,' she told them.

Navigator Nisha Andrasta pulled the trigger and tore the *Conqueror* from the warp in a cascade of screaming, tortured metal.

Horus Heresy books by this author







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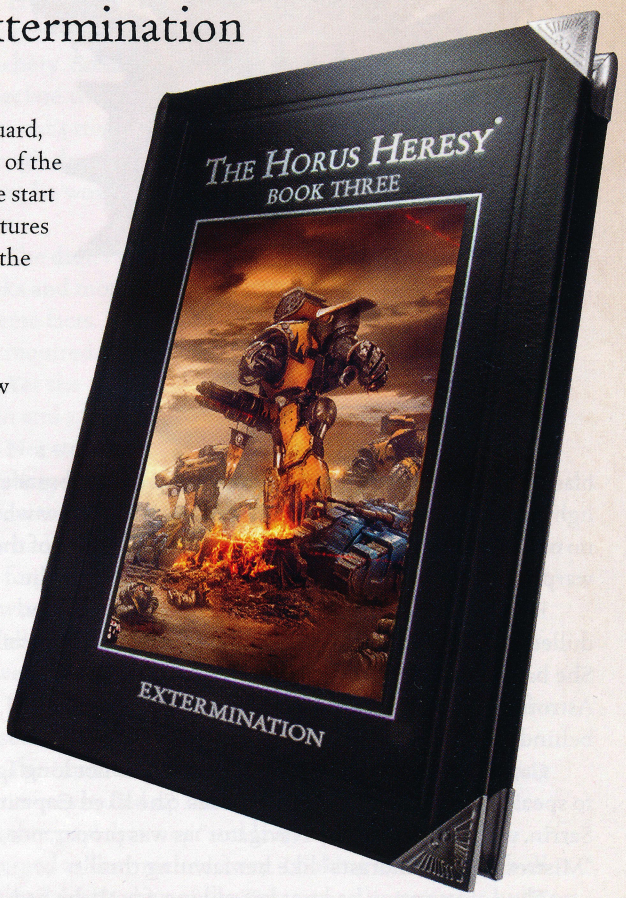
The Horus Heresy®

Book Three - Extermination

The Horus Heresy Book Three – Extermination is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. Detailed are the histories of four Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre, as well as detailing two other battles erupting at the start of the war: the Invasion of Paramar and the Battle of Phall, and also features an extensive campaign system that allows you to play out a number of the conflicts described in your own exciting tabletop battles.



This book presents a complete army list for the Mechanicum, the Taghmata Omnissiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also features additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One – Betrayal*, from game rules for the Primarchs of the four newly described Legions to super-heavy vehicles and special characters featured in the book's stories.

The Horus Heresy Book Three – Extermination is an expansion for the Warhammer 40,000 game which requires the *Warhammer 40,000* rulebook and *The Legiones Astartes – Crusade Army List* to use its contents.

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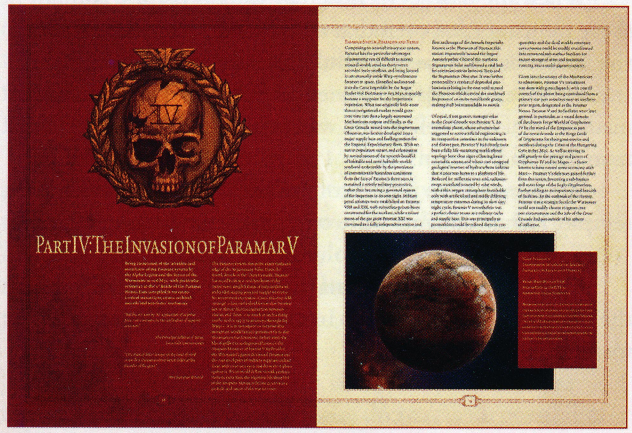

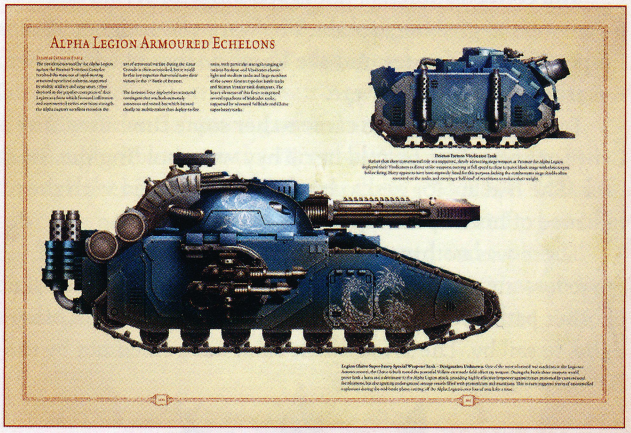

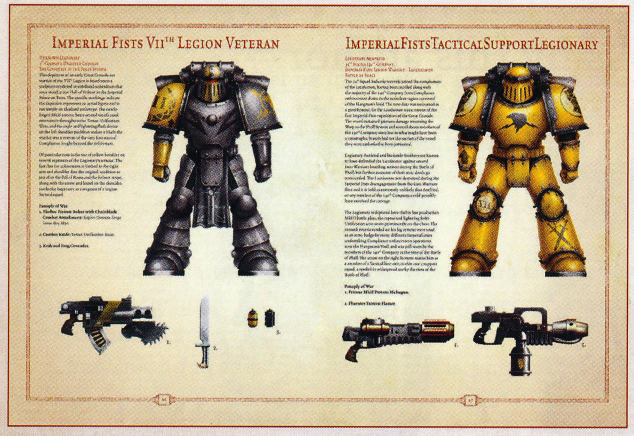

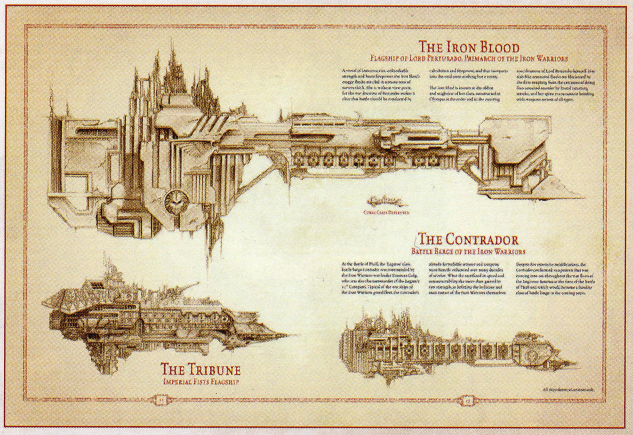

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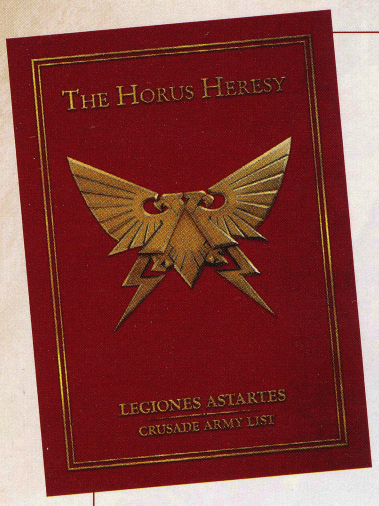


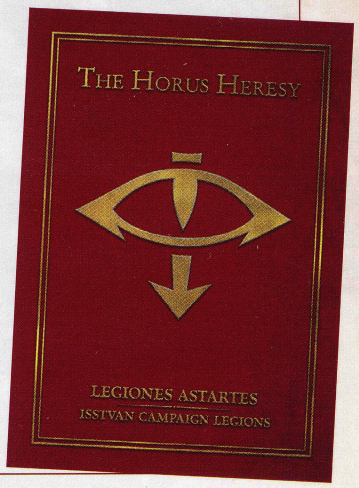
THE HORUS HERESY®

Legiones Astartes Crusade Army List & Isstvan Campaign Legions

The *Legiones Astartes – Crusade Army List* book provides updated and revised rules to field the armies of the Legiones Astartes – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the galaxy-wide civil war that was the Horus Heresy.

Included are unit entries for such mighty leaders as Praetors and Consuls, elite warriors such as Terminators and Destroyers, and line units such as Legion Tactical, Support and Assault Squads. Furthermore, numerous specialist units are included, such as Breacher Squads, Seekers, and Techmarine Covenants.

The army list also contains some of the most destructive and ingenious engines of war used by the Legiones Astartes – vehicles such as the Glaive Super-heavy Tank and the Sicaran Venator Tank Destroyer.



The *Legiones Astartes – Isstvan Campaign Legions* book complements the *Legiones Astartes – Crusade Army List* book, and includes Legion-specific special rules that allow you to represent the special tactics and demeanour of each, as well as updated and revised rules to field units, characters and even the mighty Primarchs of the Legiones Astartes in your Space Marine Crusade army.

In order to use these books, you will need the *Warhammer 40,000* rulebook and to use certain units you will need the *Warhammer 40,000: Apocalypse* expansion.

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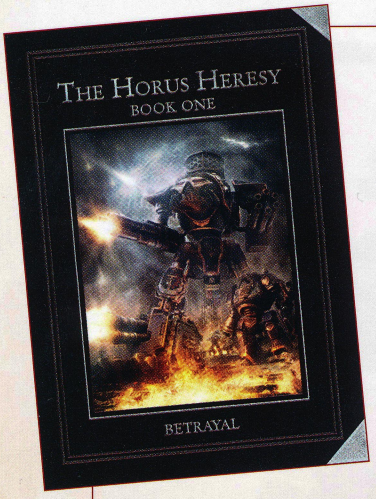


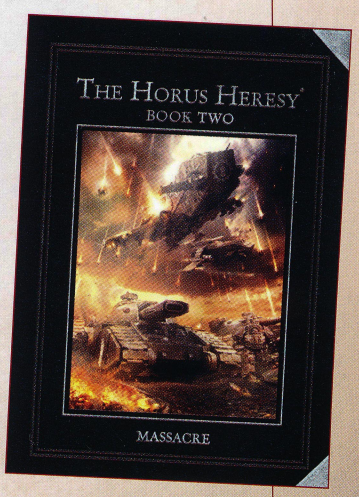
THE HORUS HERESY®

Book One - Betrayal

The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. This book, lavishly illustrated in full colour, contains extensive background information on the the dark deeds of the Battle of Isstvan III and the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard. Also featured is an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles. This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

Book Two - Massacre

The Horus Heresy Book Two – Massacre is a supplement for Warhammer 40,000. The book is lavishly illustrated in full colour and contains extensive background information on the dark deeds leading up to the Isstvan V Dropsite Massacre. Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Isstvan V in your own exciting tabletop battles. This book also contains additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One – Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.



The Horus Heresy Book Two – Massacre is a complete expansion for the Warhammer 40,000 game – it requires the *Warhammer 40,000* rulebook and the *Legiones Astartes – Crusade Army List* book to use its contents.

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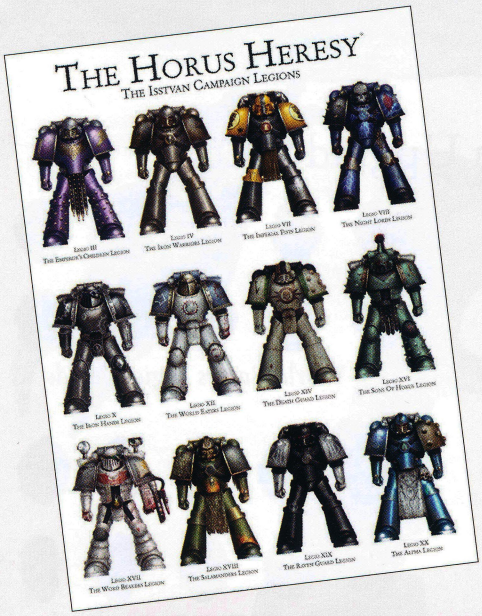
Eye of Horus Mug

Iron Warriors Mug



Legiones Astartes of the Isstvan Trilogy A1 Prints

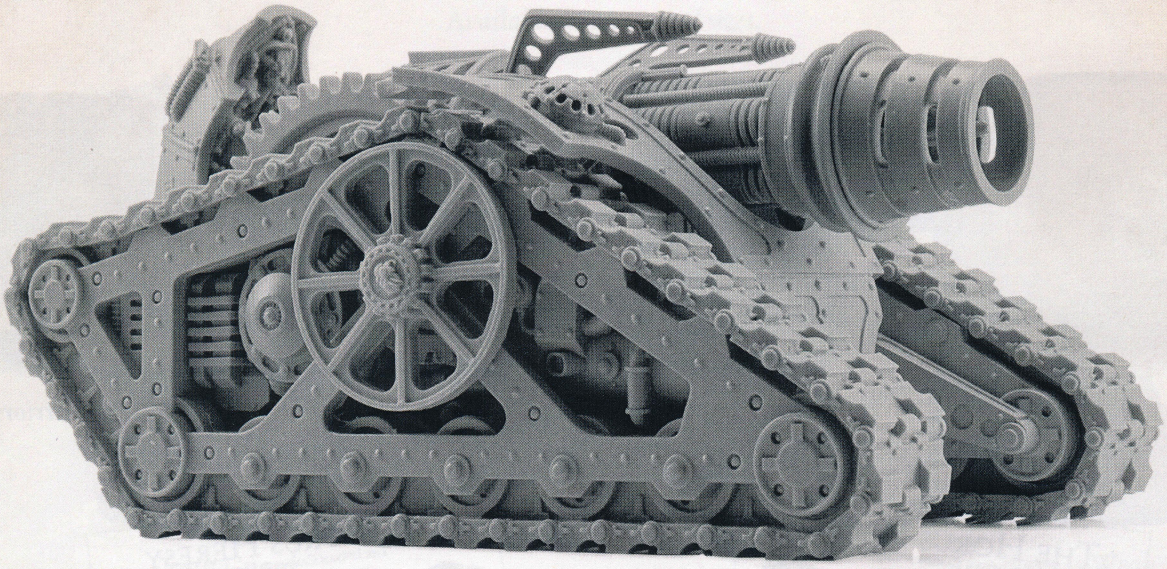
Horus Heresy Expeditionary Navigator

Eye of Horus Pin Badge

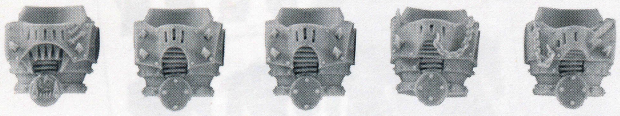
All products are subject to availability.

Forge World®

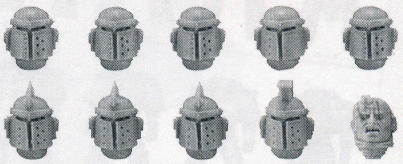
Mechanicum Krios Venator



Space Marine Legion Upgrade Sets

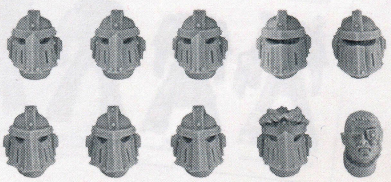


World Eaters Legion torsos



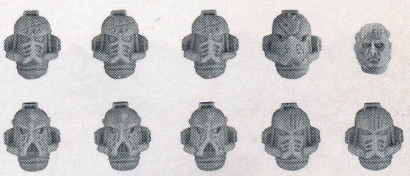
World Eaters Legion heads

Imperial Fists Legion torsos



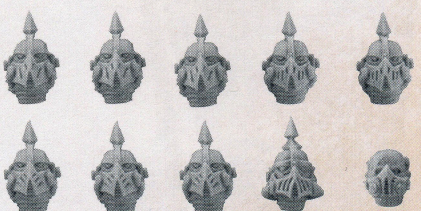
Imperial Fists Legion heads

Word Bearers Legion torsos

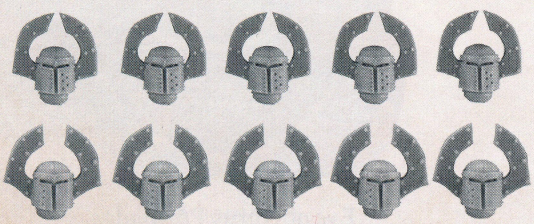


Word Bearers Legion heads

Death Guard Legion torsos



Death Guard Legion heads



World Eaters Legion Veteran heads

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All products are subject to availability.

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Knight-Lancer

Available Today

All products are subject to availability.

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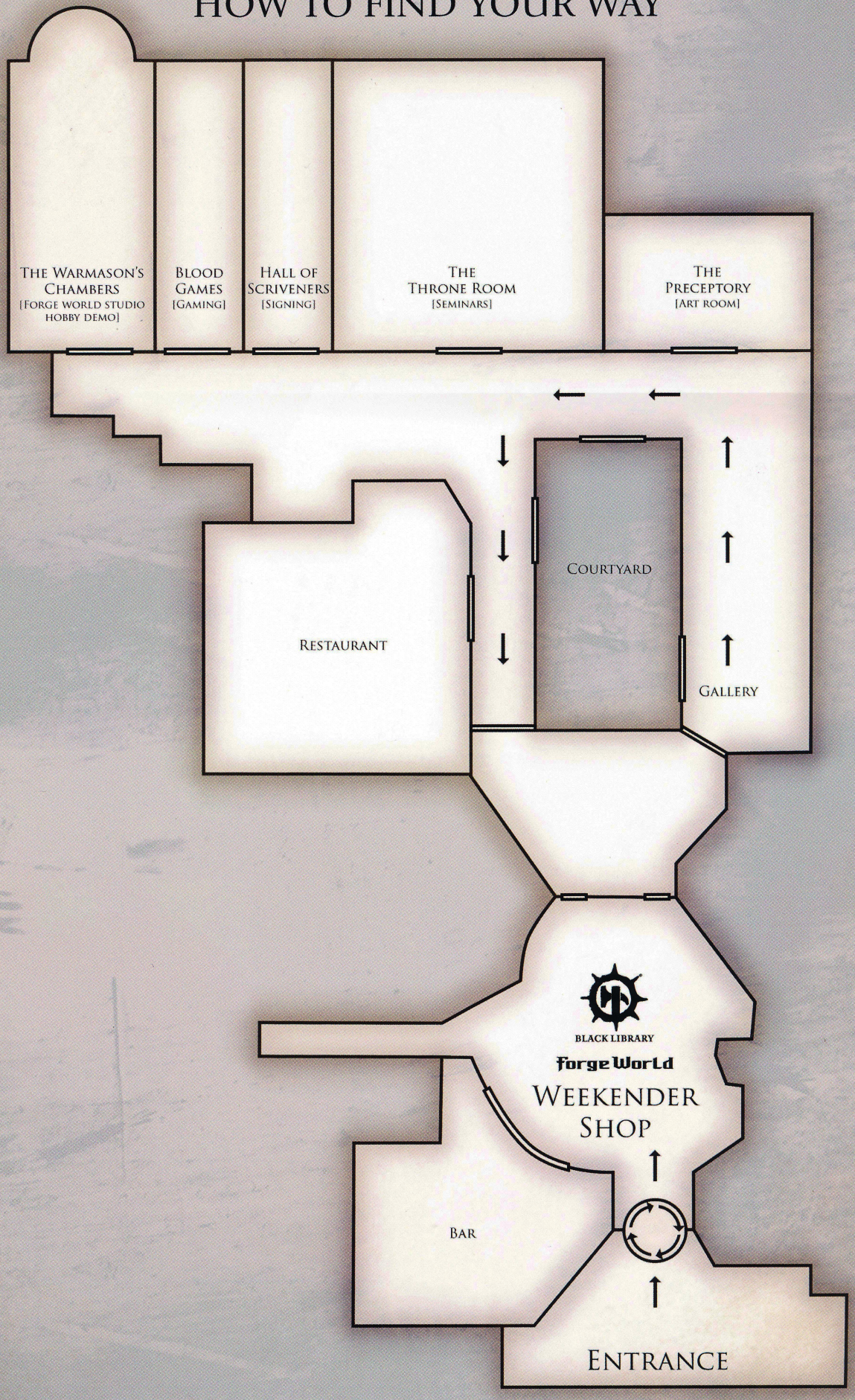
THE HORUS HERESY®
WEEKENDER

HOW TO FIND YOUR WAY



SATURDAY

	THE THRONE ROOM SEMINARS	HALL OF SCRIVENERS SIGNING	BLOOD GAMES GAMING	THE WARMASON'S CHAMBERS FORGE WORLD STUDIO HOBBY DEMO	THE PRECEPTORY ART ROOM
10:15-10:30	EVENT INTRODUCTION Opening ceremony and overview of the weekend held in the Throne Room (Seminar Room)				
10:30-11:30	THE PATH OF TREACHERY From Isstvan to Molech, learn more about the early days of the Horus Heresy - Tony Cottrell, Laurie Goulding, Alan Merrett, Alan Bligh	Nick Kyme David Annandale Guy Haley	OPEN GAMING	N/A	Neil Roberts
11:45-12:45	SEDITION'S GATE Meet the authors behind the brand new event anthology, and get some hints on where their stories and characters might be heading in future - Nick Kyme, David Annandale, Guy Haley, Chris Wraight, Rob Sanders	John French Neil Roberts Alan Merrett	CONQUEST OF MANACHEA - Bring your own forces and play out the brutal war for the fate of the hive world of Manachea using Battles in the Age of Darkness for Warhammer 40,000.	How to build and paint a wargaming Legion with Mark Bedford	N/A
12:45-13:45	LUNCH				
13:45-14:45	EXTERMINATION A seminar focusing on Forge World's latest Horus Heresy book *The Horus Heresy Book Three: Extermination* - Tony Cottrell, Alan Bligh, John French	Chris Wraight Rob Sanders Guy Haley	CONQUEST OF MANACHEA	Painting characters with Keith Robertson	Rhys Pugh
15:00-16:00	THE ART OF HERESY From novel covers to internal illustration, and all the concept work along the way - learn how Games Workshop presents the unique universe of the Horus Heresy - Neil Roberts, Rhys Pugh, Mark Bedford	Aaron Dembski-Bowden Nick Kyme John French Alan Bligh	CONQUEST OF MANACHEA	Battle damage and detailing with Stuart Williamson	N/A
16:15-17:10	FORGE WORLD – NEW MODELS A seminar previewing new and forthcoming Forge World Horus Heresy models - Tony Cottrell, Alan Bligh, Will Hayes, Edgar Skomorowski	Aaron Dembski-Bowden David Annandale Rob Sanders	ESCAPE FROM MANACHEA - A special narrative participation game, featuring multiple smaller forces deciding the fate of a vital Navigator whose shuttle has crashed on the jungle death moon of Manachea Mortis.	Making terrain and basing with Mark Bedford	Dominik Oedinger
17:30-18:30	MEET THE CREATORS An open session allowing you to mingle with many of the talented souls behind the Horus Heresy series - Black Library & Forge World Studios	N/A	OPEN GAMING	Painting banners with Keith Robertson	N/A
18:30-20:00	DINNER				
20:00-21:00	Join us for the fabled Weekender Evening Entertainment. This year's activities include a Horus Heresy pub quiz and a very 'unique' miniature building challenge	N/A	OPEN GAMING	N/A	N/A

SUNDAY

	THE THRONE ROOM SEMINARS	HALL OF SCRIVENERS SIGNING	BLOOD GAMES GAMING	THE WARMASON'S CHAMBERS FORGE WORLD STUDIO HOBBY DEMO	THE PRECEPTORY ART ROOM
10:00-11:00	CONQUEST A seminar previewing Forge World's next Horus Heresy book, *The Horus Heresy Book Four: Conquest*, for the first time - Tony Cottrell, Alan Bligh, Andy Hoare	Gav Thorpe Chris Wraight Aaron Dembski-Bowden	CONQUEST OF MANACHEA	Painting vehicles: weathering and distressing with Phil Stutcinskas	Neil Roberts
11:15-12:15	SOUNDS OF WAR Learn more about the creation of Horus Heresy audio dramas - includes an exclusive first listen to John French's Templar - Aaron Dembski-Bowden, Gav Thorpe, John French, Guy Haley	Nick Kyme David Annandale Neil Roberts	CONQUEST OF MANACHEA	How to build and paint a wargaming Legion with Mark Bedford	Rhys Pugh
12:30-13:30	AFTER ISSTVAN Not all of the Legions emerged from the Dropsite Massacre quite as they entered it. What is next for the Iron Hands, Salamanders, Night Lords and Alpha Legion? - Aaron Dembski-Bowden, Nick Kyme, Rob Sanders, Alan Bligh	Gav Thorpe Chris Wraight Guy Haley	CONQUEST OF MANACHEA	Battle damage and detailing with Stuart Williamson	Rachel Pierce
13:30-14:30	LUNCH				
14:30-15:15	SHATTERED LEGIONS The guerrilla war against the traitors has begun! This seminar focuses on the mysterious organisation that almost changed the face of the Imperium forever - Gav Thorpe, David Annandale, Nick Kyme, Chris Wraight	John French Rob Sanders Alan Bligh	N/A	N/A	N/A
15:15-15:45	CLOSING CEREMONY AND REVIEW OF THE WEEKEND Held in the Throne Room (Seminar Room)				